

17. A video game apparatus, which comprises:

a computer-readable storage medium storing a program for a video game which draws an object comprised of a plurality of polygons in a virtual space; and

a computer which reads out at least one of said program from said recording medium to perform, by reading out at least one of said program from said storage medium,

generating a contour-drawing object having a size greater than that of said object;

AI setting a distance from a view point of each polygon forming said contour-drawing object and said object so that said contour-drawing object thus generated in said generation is positioned behind said object when observed from the view point; and

drawing a pixel according to a polygon having a distance closest to the view point, set in said setting, out of polygons projectable into said pixel, wherein when the polygon projected into the pixel is a polygon forming said object, said pixel according to said polygon is drawn and wherein when the polygon projected into the pixel is a polygon forming said contour-drawing object, said pixel in an optional contour color is drawn.